

Intel

Compiler Engineer

Type: Full time
Location: Brno, remote possible

Work description:

As part of compiler engineering team, you will contribute to the development of a compiler for the world-class 7nm, 12.8 Tbps Tofino Ethernet switch chip, used in some of the biggest data centers of the world. The compiler is a modern-structure toolset written in C++, that compiles the P4 language input program and fits it onto highly optimized computation resources of Tofino. Compiler frontend is available as open source at <https://github.com/p4lang/p4c>. You will work mainly with engineers located in CZ, USA and UK.

Requirements:

- C++ advanced programming:
 - Design patterns, tree structures and traversal methods
 - Working knowledge of related tools – cmake, ctest, gdb, git
 - Experience with unit testing, ideally Google Test
- Ability to prioritize own work with the goal of delivering value to customer
- Willingness to experiment and continuously learn
- Willingness to attend evening calls ~2 times per week
- Ability to cooperate within a team

Nice to have:

- Linux – experience with bash, Python, Docker
- Knowledge of modern compiler design
- Knowledge of basic networking concepts and protocols
- Understanding of packet tunneling, queueing, scheduling and routing algorithms
- Knowledge of formal proving (Z3) and constraint solving techniques
- Experience with RTL design (FPGA/ASIC)

Interested? Apply at jobs.intel.com or viktor.pus@intel.com.